Final Fight

OPERATOR'S GUIDE

CAPCOM®

○PCB CONNECTOR

JAMMA STANDARD

○CRT MONITOR

HORIZONTAL SCREEN

○CONTROL PANEL

8 Way Joystick
Walk away from screen

Walk Left ← → Walk Right
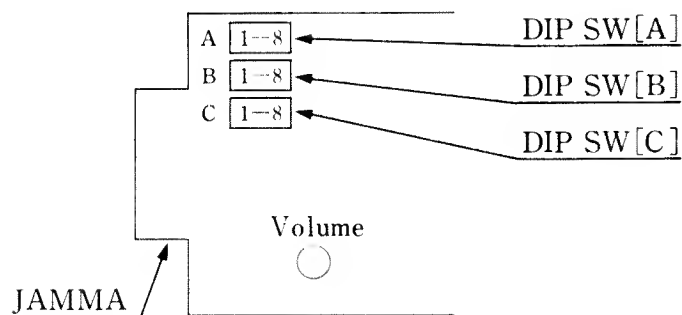
Walk toward screen

Attack Button   Jump Button
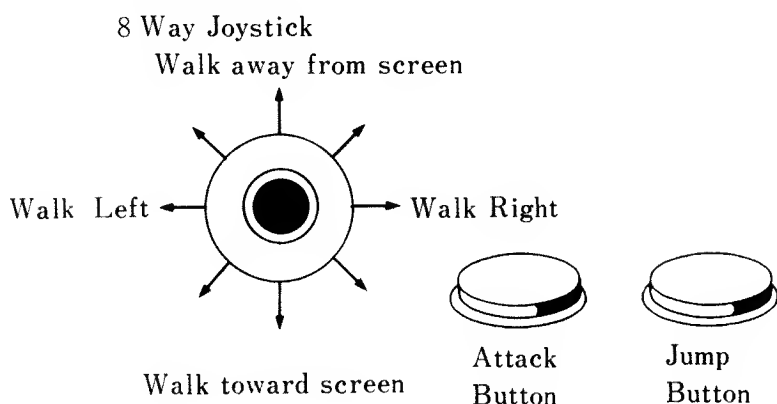
○A Death BLow performed by pushing the Attack and Jump Buttons simultaneously.

○Unable to insert more than 9 credits

○DIP SW

A 1--8 → DIP SW[A]
B 1--8 → DIP SW[B]
C 1--8 → DIP SW[C]

Volume

JAMMA

JAMMA STANDARD

Solder Side			Components Side
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2	J	8	COIN COUNTER 1
(COIN LOCK OUT 2)	K	9	(COIN LOCK OUT 1)
SP.(−)	L	10	SP.(+)
N.C.	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

●PARTS NAME
CR7E-56DA-3.96E : (HIROSE)
OR
1168-056-009   : (KEL)

●DIP SW[A]

ITEM	DESCRIPTION		1	2	3	4	5	6	7	8
Coin 1	1 Coin	1 Credit	OFF	OFF	OFF					
	1 Coin	2 Credits	ON	OFF	OFF					
	1 Coin	3 Credits	OFF	ON	OFF					
	1 Coin	4 Credits	ON	ON	OFF					
	1 Coin	6 Credits	OFF	OFF	ON					
	2 Coins	1 Credit	ON	OFF	ON					
	3 Coins	1 Credit	OFF	ON	ON					
	4 Coins	1 Credit	ON	ON	ON					
Coin 2	1 Coin	1 Credit				OFF	OFF	OFF		
	1 Coin	2 Credits				ON	OFF	OFF		
	1 Coin	3 Credits				OFF	ON	OFF		
	1 Coin	4 Credits				ON	ON	OFF		
	1 Coin	6 Credits				OFF	OFF	ON		
	2 Coins	1 Credit				ON	OFF	ON		
	3 Coins	1 Credit				OFF	ON	ON		
	4 Coins	1 Credit				ON	ON	ON		
Continue Coin	NORMAL								OFF	
	ONLY 1 COIN REQUIRED TO CONTINUE								ON	
Not Used										OFF
										ON

※If Continue Coin Mode is ON, Game starts with 2 coins and continues with 1 coin.
Coin 1 & Coin 2 settings are ignored.

●DIP SW[B]

ITEM	DESCRIPTION		1	2	3	4	5	6	7	8
DIFFICULTY LEVEL 1	EASY	1	OFF	OFF	OFF					
	↑	2	ON	OFF	OFF					
		3	OFF	ON	OFF					
	NORMAL	4	ON	ON	OFF					
		5	OFF	OFF	ON					
		6	ON	OFF	ON					
	↓	7	OFF	ON	ON					
	DIFFICULTY	8	ON	ON	ON					
DIFFICULTY LEVEL 2	EASY	1				OFF	OFF			
	NORMAL	2				ON	OFF			
	↓	3				OFF	ON			
	DIFFICULTY	4				ON	ON			
EXTEND	100000 (NORMAL)							OFF	OFF	
	200000							ON	OFF	
	100000、200000 EVERY							OFF	ON	
	NO EXTEND							ON	ON	
NOT USED										OFF
										ON

●DIP SW[C]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	2 (NORMAL)	OFF	OFF						
	3	ON	OFF						
	4	OFF	ON						
	1	ON	ON						
FREE PLAY	NORMAL			OFF					
	FREE			ON					
SCREEN PAUSE	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
DEMON-STRATION SOUND	DISABLED						OFF		
	ENABLED						ON		
CONTINUE MODE	DISABLED							OFF	
	ENABLED							ON	
TEST MODE	GAME MODE								OFF
	TEST MODE								ON

※Highlighted Character when shipped.
※Reset DIP SW setting when the power is off.
※Keep DIP SW off when No instruction is given.